AMENDMENTS TO THE SPECIFICATION

Please amend the specification beginning at page 1, line 29 as follows:

According to another exemplary scenario, when one of the computers 110 desires to change a network-based object 115 residing on the server 105, the computer 110 must wait for the server ~~110~~ 105 to send a message back to the computer 110 to confirm that the change has been made.

Please amend the specification beginning on page 2, line 4 as follows:

Another problem associated with the conventional client-server architecture ~~100~~ 200 as well as with peer-to-peer programming applications is that when programs are written that use a network-based object, the type of computer architecture in which communications take place concerning this network-based object must be specified. In other words, one must identify if a network-based object will be shared within a client-server architecture ~~100~~ 200 or within a peer-to-peer network (not illustrated in FIG. 1).

Please amend the specification beginning on page 10, line 32 as follows:

Referring now to Figure 4A, this figure illustrates an exemplary high-level architecture 400 of the system for sharing objects 315 between computers 310 over a computer network.